

The UniBall Weekly

Monday, March 2, 2009

Issue: 8

The NEW UniBall Central!

For those of you who have not noticed, what everyone has been waiting for is finally here! The New UBC and ladder are out!! The main aim for the new site is to get people a lot more involved. All of you can post your maps/screenshots/photos/files/whatever and use the new site as much as possible. surreal will be adding more features and sections to the site over time that should help to increase the community's activity. If you have any ideas of your own that you feel would add a lot to the site, send surreal a message!

Many thanks to all of those that donated towards this project, as well as those that helped test and fix bugs.

The Ultimate 99!

Two more games take there place in history today! Both the UK and MW Ultimate brought UniBall players together. With these two games we had more luck than the last two. Both of the servers held up and everyone had fun.

From the beginning both games had something in common. Even with a random, one team was favored. The UK game favored the Red team, and the MW game favored the blue team.

The UK game took place with one ball. This game seemed to be crammed into small areas with a lot of fighting, blocking and attempted clearing. When it came down to which team was going to win, it was which team could block better at the goal.

The MW game was played with two balls. This had a different outcome. The game seemed to split up into two separate games, with both teams posting a defense. The winner of this game was determined by who had the stronger defense.

As promised I will be taking the compilation of screenshots that I had taken and putting them together in a power point presentation! If all goes as planned I will have it completed for next week's newsletter!

The Origins of 3Man Goal Defense

Written by: badmario

This is a bit of a history question, which will be preceded by me writing historical assumptions in a factual-fictional style.

Most all of us were trained or developed teams with having played the 2 at (or at least watching) goal, and one defender up to pressure, defense. This defense was pretty effective, but definitely had been "solved" and torn apart by the "S-U" style offense. Whatever you want to call this offense, it implies the basic principle of patiently working a one-timer across and up by the two low offensive

players. However, it also gives you the option of working a pass to the "attacker" who can hopefully position himself to slam a goal. With the traditional defense (1-2), you are really relying on your pressure, and even more so, the lack of patience by the offense.

At some point the defensive community got together and said, "Hey, the current strategy is dooming us to failure! We need to put ourselves in the driver seat!!" At which point an international conference was announced with only the elite defensive players being notified by special invitation (BR Chat whispers). To the best of my knowledge this was held at Bryant's pad, although the chairman was Babalybeck. Across the lake, the NA's were plugged in as they gathered at Ironman's apt, which is not exactly a central location for the population but hey! What's 12 hrs when it could be 20 ping, err 20 minutes. :P Of course, we know that west coast players need their own separate meeting location, but also like the server, it was only attended by a handful of people. It's been reported by adroit that the FU crew locked out all other west invitees, but this is yet to be confirmed (don't worry the ladder admins are on it).

The meeting went on for hours, but of course with 25 min intermissions every 2 hours for 3v3 hocks, testing out some of these proposed methods. While Outkast insisted his offense was unstoppable, others felt sure that UniBall had more to offer than just rotating man to man, and a 1-2 zone press defense!! Around about 5pm EST a large disturbance took place at the Euro HQ that eventually led to the police escorting zorro away in cuffs. Apparently some neighbors had reported him trying to break in and he was quoted in the next days' paper as screaming, "I'm top 3 defense!!!! I'm top THREE!!!!" Somewhere during this Cops scene, the EU-->MW connection went bad. It's unclear as to when this breakthrough was made, but it was shortly after displayed in the UFL playoffs by team Ming-Wun which led to a victory. The 0-3 defense was unveiled! I use this term from basketball with 0 being the number of front line defenders and 3 being at basket, or in this case, goal.

This, of course led to an outrage by the rest of the NA (and even some Canadians) as they had been left out of this "international" trade secret!! This begs the unanswered question... who in the meeting developed the defense?!?! I've never heard it claimed, but it obviously has been popularized by the Euros. Either way it has been great for the game, and forced offenses everywhere to adjust to a new style.

What Do I Want to Play Now

Written by: WetWookie

When Uniball was a baby it had the ladder. Squad competition was strong and the top spots on the ladder meant something. Squad's sought each other out for games daily. Tryouts to get into top squads were a big thing. Nowadays the ladder is dead. Scientists are still no more sure about what killed the ladder than they are about the dinosaurs. Some say that the top players got bored and left. Other's say that it was not maintained very well by the staff. Personally I think the "new ladder" did much to kill it. I think the promise of changes to come created a feeling of "let's wait and see what it's like. There's no point playing on this old crappy ladder when a new shiny one is coming soon."

Over time a few low budget leagues came along. Among these leagues are the likes of WUT and WCoU (the minisoccer league with shootouts). These leagues were updated manually by the league refs. They kept notes in notepad.exe about who beat who. These leagues required a lot of time and attention from the people who ran them and were almost always doomed to die out when the creators inevitably lost interest.

Every now and then big budget leagues would come out (and still do from time to time). These leagues brought functional websites along with them allowing the players to set up and report matches. This shifted the creator's time away from setting up matches and recording results and gave him more time to work on his site. These leagues however bring about a new set of pitfalls. If the league requires scheduled games then half of the games end up in forfeits when one team (or both) fails to show up. If leagues require x# of games by such and such a date then the league dissolves into teams avoiding each other while you have crappy members online and hounding the other teams while you have great players on. In both scenarios, good quantities of games just don't get played. Some new dynamic needs to be introduced; perhaps something that makes inactive players more detrimental than losing a game to your rival. Squads would stop hiding their weak members behind the big shots if they lost a bunch of points due to those weak members having too few games played.

Then along comes UHL. If the Big Budget leagues are steak houses and the Low Budget leagues are roadside hot dog stands then UHL was UniBall's first fast food joint. UHL took UniBall's established league structure and turned it on its ear by pushing a unique "come as you are, play when you want" philosophy. Anybody could play at any time with anybody else without predetermined squads and without any ref needed for the basic operation of setting up and reporting games. When previous leagues were considered active with a hundred games played, UHL was pushing in records above 1000. UHL has had some (unfair in my mind) criticism about the way teams are chosen. The original method of random teams led to a large percentage of the games being one sided noob stomps. In an effort to make the games more interesting the notorious Calc was born. The Calc mathematically determined the best teams based on the scores of the 6 people in the game. This hotly contested Calc still produces some very lopsided teams. The issue is that some times there simply is no balanced way to form teams from 6 people. The problem lies in the hesitancy people have in booting players from the lobby before using the Calc. Out of impatience or an sense of guilt over booting people the host will almost always perform undesirable Calcs rather than booting ill fitting players and waiting for a better fit to come along.

The MnM league follows the basic formula of UHL with a few differences. In addition to making BR botting a fundamental necessity to the operation of the league, MnM replaces the controversial Calc with an on the fly Draft system. By allowing the draft to start off with more players than can fit in the game MnM intrinsically trims out the lower level players when they inevitably fail to get drafted without forcing people to feel like bad guys by booting noobs, thus producing the results that UHL's Calc would get if it were given a chance and propelling participation above 2000 games played in MnM's most active month.

There has been discussion that "fast food" style leagues like UHL and MnM have contributed to the downfall of squad competition and there's certainly some merit to the argument. I can't count the number of times I've seen SquadMateX say "Hey, SMY, lets Squad v 3" only to have SMY tell him he can't because he's in a UHL or MnM. UHL and MnM games start up veeery quickly compared to setting up squad matches so quite often people get sucked into MnM/UHL while waiting for their mates to find a squad game. Squad competition may be suffering by this shift in league philosophy but I think this is counteracted by the benefit of helping noobs start competing faster. It used to take a lot of hard work to get into hockey games and not get booted as a noob and even if you did get into a game there was no guarantee you wouldn't be booted 2 minutes into the game. In UHL noobs are seldom booted (for some reason) and in MnM if you join a 6 person draft you are guaranteed a game. Noobs might end up with 2 wins and 50 losses by the end of a season but I'd be willing to bet that

that is 52 more games of hockey than they would have played without UHL/MnM. So while some people argue that UHL/MnM hurt Uniball I would say that it simply changes Uniball.

With the popularity of the cheap, quick game play of leagues like UHL and MnM and with the release of an easy to use botting interface making it easy for inexperienced programmers to get into the swing of things, several other minor leagues are breaking onto the scene from authors who would not have otherwise stepped up to the plate. Leagues like TCL and Minicup (and at least one more league currently in development) are giving players more options than they have ever had before. In ages past we might go a whole year with no serious leagues at all. Now Uniball has more leagues running simultaneously then we know what to do with. With UHL, DMR, MnM, TCL, UCL, Carrot Cake League, Minicup and more to come the question has changed from "how long do I have to wait for another league" to "what do I want to play now".

Europe Channel News

Written by: TheDevil

After much discussion, it has been decided the Europe channel needs a fresh new look. Babalybeck has stepped down as owner and 2 new owners have been put in place (TD/Piloto), a third owner will also be decided shortly. A new team of moderators will also be added very soon.

New channel guidelines are currently being drafted and will be up shortly. This does NOT mean the Europe channel is becoming like the main channel - only that abuse/racism/spamming will no longer be tolerated. You are still free to act as you did as long as no one is being hurt by it. Any complaints should be submitted to TD/Piloto via private message on the forums.

All unnecessary duplicate channel invites will be removed to stop ban evasion.

The three EU admins will return and we hope this means anyone who has not previously felt welcome in this channel will do likewise.



UCL Highlights Contest

For all of you video guru's AKA: badmario and EC; who like to go in and watch hockey games, then cut them up and make highlight reels, we have just what you are looking for. Polynikes is holding a contest and offering a minimum of \$20.00 to the person who can make him the best 3:20 - 5:30 minute video. This winner will also receive a short bio and recognition in the UniBall Newsletter and the winner will also have his/her video featured on UBC. If you would like to help increase the pot for the winner please speak to Polynikes for donation information.

For more information on this please visit his thread at <http://www.UniBall-central.net/forums/viewtopic.php?t=11879> or contact Polynikes via PM on the forums or message him on BR.

The MiniCup!

A new league has been announced! The UniBall MiniCup. This league is a 2v2 style league that implements Wetwookie's !mw, !west! and !uk ideas into the bot. The league is setup as an 8 man tournament. It calculates player's scores and places them on teams based on their current league score. After the teams are calculated, you will play a semi final match. Team 1 v 2 and 3 v 4. The winner of both games will play in the final match for the "UniBall Mini Cup!"

This league was created by pha and jony_best! If you are interested in participating in this league please whisper one of the refs, pha, jony_best, -Alien-, killer and Nukem!

Treasure Chest League (TCL)

Written by: Silver

Do remember that map you used to play when you first started UniBall before finding hockey? Miniball? It used to be fun, but then you got better and it was no longer a challenge for you? Look no further! In TCL you can play Miniball competitively!

TCL is a league played on the Miniball map. As of now, we have a bot that calculates teams automatically based on stats.

It's still being developed and there are more changes to come! We plan on revamping the whole system, but more than that we won't tell! So stay tuned for many changes! And if you want to sign up for TCL, whisper any ref!

Refs: hA, Creative, Tigerworm, Silver, Zoop, Polynikes, kH, -Alien-, Baa, Reticent, Tucan, Zoron, pennerup and n3w0.

Congratulations to the winners of the Season 3 final, Ham, mustard_seed and yorx. The final was played on the west server vs Dan, Inter and Zahovic, with me subbing in for Zahovic after an unexpected departure. Video coming soon.

MnM Schedule for March

For the month of March, MnM will be played on three different maps. Here's an outline of the schedule:

1st week of March: 4v4 Football to 5 points

2nd week of March: 4v4 Oof! to 25 points

Rest of March: 5v5 Battledome (CTF) to 2 points



About Visa

My name is Matt and I currently live in Phoenix, AZ. I'm one of the couple dozen west-players on this game. I graduated from college last year at Syracuse University and am working as an Electrical Engineer here in Scottsdale. I have a pretty long story to tell, so I'm going to get right into it.

The easiest way to describe my Uniball career is to start at the beginning. I found Uniball late 1999/early 2000. I was hooked immediately and urged my friend Travis (Reticent) to join me. After about two weeks of practicing in miniball games and joining "tryout" games I was approached by someone named BlackDragon. He had a squad called =Dragon= that was on the ladder. Being on the ladder back then was a pretty big deal. There were a maximum number of teams that could register and there was typically a waiting list. I was 13 years old at the time and we thought it would be a cool idea if everyone in the squad had a username resembling a different dragon. I immediately changed my name to RedDragon.

We were pretty much the typical noob squad and I never attempted to play in the big games with BB, DD, BDoF, and Phear. We eventually disbanded, but I decided to keep my username. Soon after the

end of =Dragon=, I was approached by someone named kobalt. Kobalt was a better player than I and he was recruiting beginners to help them improve. Kobalt (now named Prowler) trained me a lot and made sure I was always a pass-first player. A lot of how I play originates from what he told me back then.

I began getting pretty good at Uniball. I became a bit of a squad hopper and smurf. I briefly reached first on the duel ladder when it came out by managing to beat Flea one time. I also had a good hockey team consisting of myself, Ironman, and Outkast. Unfortunately, by now I was about 15 and fairly arrogant. Outkast and I got into too many arguments and we eventually parted ways. I believe Ironman went on to join DD at that time and I was left on my own.

This is when I started to get into a little bit of trouble on Uniball. Jaggerdan told me about this website that was able to crash and bring-up the server. So for a brief time I would take the server down to exploit the power I had. Then, around the time that NickW was making the "Tank Game", we got access to goose's password. Jaggerdan would log on it randomly, but never do much or say a lot. One time he OP'd me as an admin, but nothing ever came from it.

I decided to join a squad with small and we spent all our time practicing shades. We both had a similar style and would usually only play if the other one was on. Uniball started becoming a little dull for me as I seemed to be in the same routine everyday. I started getting banned for saying stupid/immature things in BR Main. I eventually became so sick of the game I spammed porn links and racist content in Main and whispers to admins. I was given a permanent ban.

I would occasionally evade my ban only to have it re-administered back to me. I was pretty much done with playing Uniball for the next four years.

I didn't really come back until last year, my senior year of college. I was bored and decided to reinstall UB and BRChat to see if any of the same players were on. To my surprise, pretty much all of them were. I created a noob name, Wingz, so nobody would recognize me and I started being active again. I was pretty terrible at the game since the entire style was different.

After taking about another half year off Uniball I realized I missed it and I missed some of the friends I had made. I decided I just wanted to play the game and not cause anymore trouble. I'd like to think I matured from my 13-year old self and have tried to act like it. I created the name visa and as soon as I rejoined the game I talked to Swindle, who I knew from Phear and told him who I was. Swindle agreed that I could stay as long as I behaved and didn't cause anymore issues. After playing for a couple months, Adroit approached me. He noticed me playing a lot and thought I had a lot of potential, so he recruited me to join MPT.

I'm sorry for all my past actions in the community and have been very grateful to Swindle and the other admins for giving me another chance. I don't have a good excuse for all the negative things I've done and I probably don't deserve the opportunity to still play Uniball, so I'm thankful that I can be here. I know I've burned a lot of bridges, but I hope that most people can look beyond my past and judge me for who I am now.

I've been playing pretty consistently since and trying to improve my game. I've been coached a lot by the other MPT members and have done my best to have a good attitude like many of them. I hope nobody takes anything I say too seriously. I try to be respectful of everyone in the game. Anyways,

I'm sorry for the long bio. I tried to get it all in. I decided to cut out the part about my forum posts on UBC to make it a little shorter :) I suck at the football map.



You Got Quote'd!



There's been an influx of BR Bots lately. You might see the same name over and over with numbers (i.e. Nuno1, Nuno2, etc). Users have been creating their own and placing them in their own channels for entertainment purposes. This week's You Got Quote'd section involves a deep and intellectual conversation between Ferocious' bot (FeroBot) and LunarLite.

LunarLite: fail
FeroBot: no, LunarLite fails
LunarLite: no ferobot fails
FeroBot: no, LunarLite fails
LunarLite: no ferobot fails
FeroBot: no, LunarLite fails
LunarLite: no ferobot fails
FeroBot: no, LunarLite fails
LunarLite: no ferobot fails
FeroBot: no, LunarLite fails
Maria: how do you keep a retard busy...
Maria: ^

And because we couldn't decide which quote to put in, we're doing both!

Spree: if I played more I'd be #1
zidane: wrong channel?
zidane: you meant to say that in the dodgeball channel, right?
Spree: there's a dodgeball channel?

Tweeder-isms

A moment of UB-Zen

And now, your moment of enlightenment brought to you by UniBall's own Buddha, Tweeder. Mediation is encouraged but not required. Allow your mind to be at ease, and your senses alive. Tweeder says:

"Defense vs. Offense, you can't have one with the other."



Happy Birthday UniBallers!



Happy Birthday to UniBallers celebrating their birthday this month:

LunarLite	March 5th	18 years old
mop	March 8th	19 years old
pennerup	March 12th	17 years old
Method	March 31st	22 years old

If you would like your birthday posted in the newsletter, e-mail uniballhelp@gmail.com with your name, birthday and how old you're going to be!

